

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of simulating the activities of a plurality of creatures, the method comprising:

simulating activities of the plurality of creatures at a first mode of simulation, wherein the first mode of simulation is less detailed and less computationally intensive than a second mode of simulation; and

simulating an activity of one of the plurality of creatures at the second mode of simulation, wherein results of the simulation at the second mode of simulation are used to provide a simulation of the plurality of creatures at the first mode of simulation

~~utilising at least two modes of simulation: a first mode arranged to simulate the activities of all of said creatures; and a second mode arranged to simulate the activity of at least one of said creatures at a more detailed level than said first mode.~~

2. (Currently Amended) A method as claimed in claim 1, wherein said second mode of simulation is utilised when ~~it is detected that~~ one or more of said plurality of creatures simulated by said first mode is undergoing a change in environment, the second mode being utilised to simulate the activity of said one or more of said plurality of creatures undergoing the change in environment.

3. (Currently Amended) A method as claimed in claim 2, wherein said change in environment comprises a creature undergoing at least one of: fighting; mating; eating; interacting with another creature; reproducing; sensing another creature; encountering another creature; moving to a new terrain type; or altering the environment.

4. (Original) A method as claimed in claim 1, wherein the second mode is invoked at the start of the simulation so as to determine the starting parameters of each creature.

5. (Original) A method as claimed in claim 1, wherein said second mode is utilised to determine at least one parameter affecting the activity of the simulated creature, said parameter being subsequently utilised by the first mode of simulation.

6. (Original) A method as claimed in claim 1, wherein when the method changes from utilising the second mode to the first mode, at least one parameter relating to said creature simulated by the second mode is stored for use by a later iteration of the second mode.

7. (Currently Amended) A method as claimed in claim 4, wherein said parameter comprises at least one of creature mass; creature energy; creature strength; creature behaviour transition probabilities; creature biochemical levels; creature movement parameters; creature speed; or creature rate of turn.

8. (Currently Amended) A method as claimed in claim 5, wherein said parameter comprises at least one of creature mass; creature energy; creature strength; creature behaviour transition probabilities; creature biochemical levels; creature movement parameters; creature speed; or creature rate of turn.

9. (Currently Amended) A method as claimed in claim 6, wherein said parameter comprises at least one of creature mass; creature energy; creature strength; creature behaviour transition probabilities; creature biochemical levels; creature movement parameters; creature speed; or creature rate of turn.

10. (Currently Amended) A recordable medium having recorded thereon computer readable code, wherein the computer readable code is adapted to:

simulate activities of the plurality of creatures at a first mode of simulation, wherein the first mode of simulation is less detailed and less computationally intensive than a second mode of simulation; and

simulate an activity of one of the plurality of creatures at the second mode of simulation, wherein results of the simulation at the second mode of simulation are used to provide a simulation of the plurality of creatures at the first mode of simulation for the new change in environment

~~simulate the activities of a plurality of creatures by utilising at least two modes of simulation, a first mode arranged to simulate the activities of all of said creatures, and a second mode arranged to simulate the activity of at least one of said creatures at a more detailed level than said first mode.~~

11. (Currently Amended) A simulator device arranged to simulate the activities of a plurality of creatures, the device being arranged to utilise at least two modes of simulation: a first mode arranged to:

simulate activities of the plurality of creatures at a first mode of simulation, wherein the first mode of simulation is less detailed and less computationally intensive than a second mode of simulation; and

simulate an activity of one of the plurality of creatures at the second mode of simulation, wherein results of the simulation at the second mode of simulation are used to provide a simulation of the plurality of creatures at the first mode of simulation for the new change in environment

~~simulate the activities of all of said creatures; and a second mode arranged to simulate the activity of at least one said creatures at a more detailed level than said first mode.~~